FIG. 1

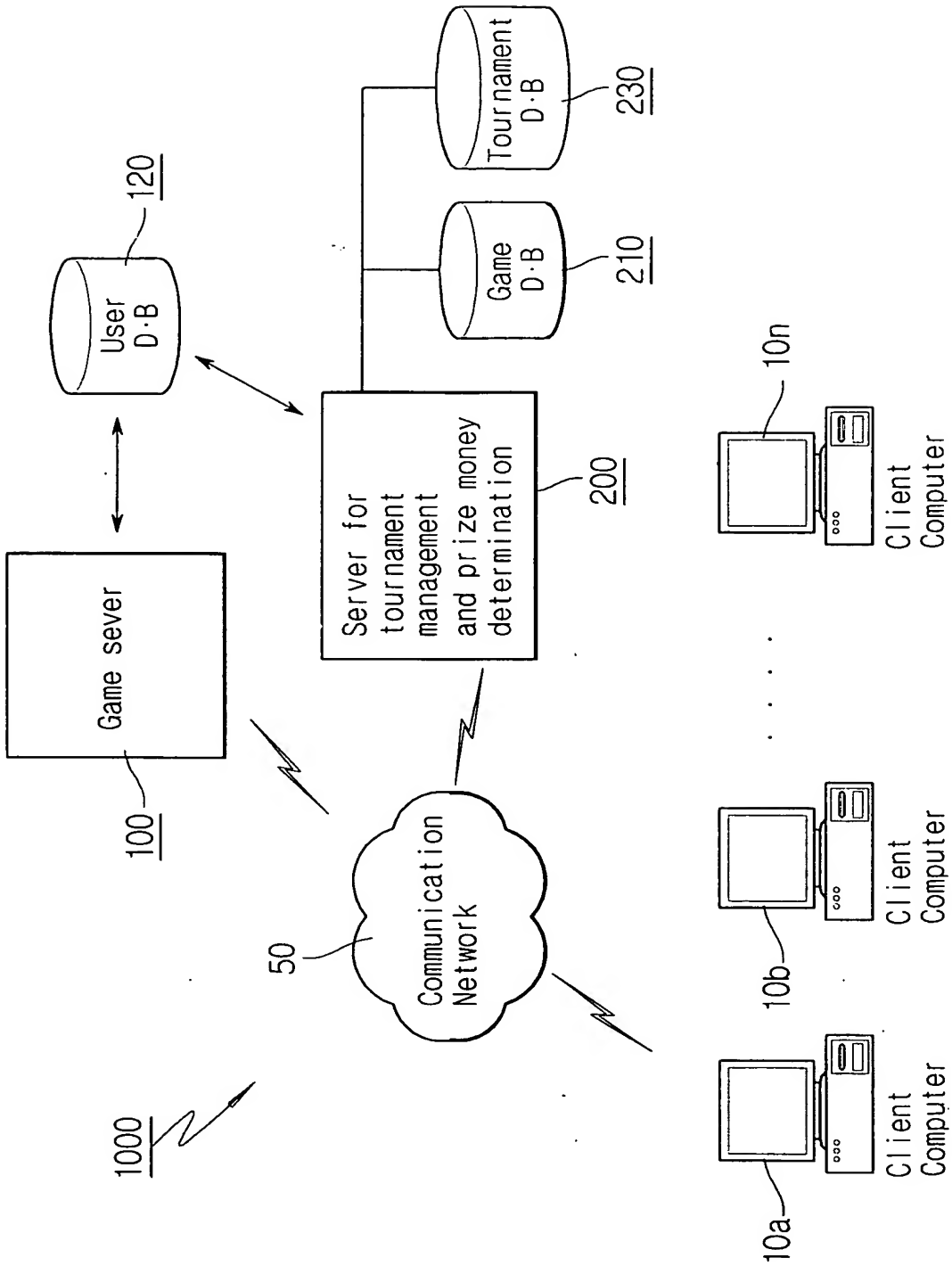

Tournament D·B
230
Game D·B
210
User D·B
120
Server for tournament management and prize money determination
200
Game sever
100
Communication Network
50
1000
10n
Client Computer
10b
Client Computer
10a
Client Computer

FIG. 2

User Data base (120)

User ID (primary key)	Name	Secret No.	Connection flag	Game-processing flag

Game Data base (210)

Game ID (primary key)	Game Description	Partici -pation Fee	Credit transfer ratio	Fee ratio	Top level	Level up by compensation	Top limit level by level-up by compensation	IP address	Security number

Tournament Data base (230)

Tournament ID (primary key)	User ID	Game ID	Present level	Present credit	Participation availability flag

Competition result Data base (250)

Competition ID (primary key)	Game ID	Challenger ID	Counterpart ID	Winner ID	Total Competition money	Fee

Sponsor Data base (260)

Sponsor ID (primary key)	Game ID	Sponsor cash

FIG. 3A

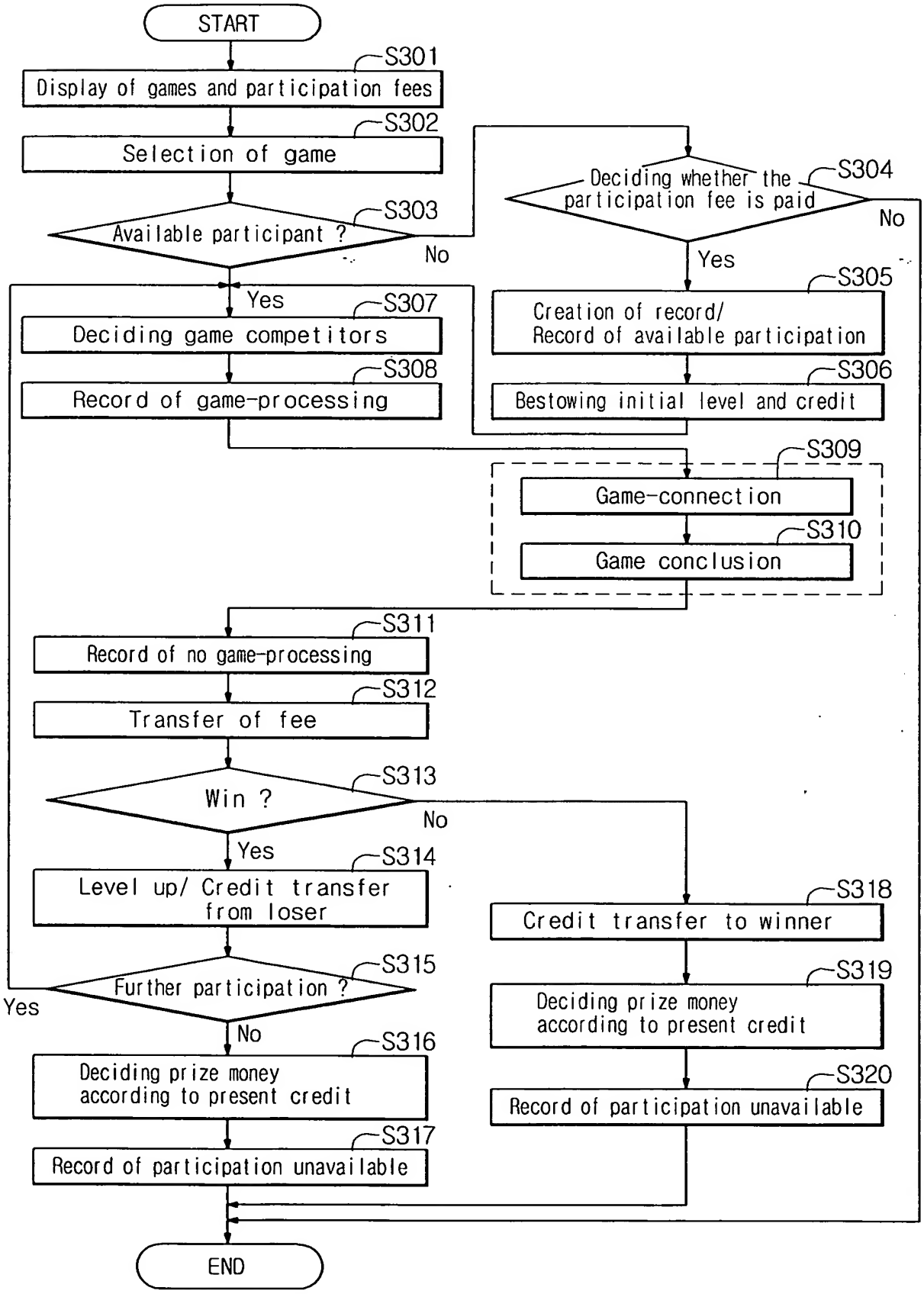
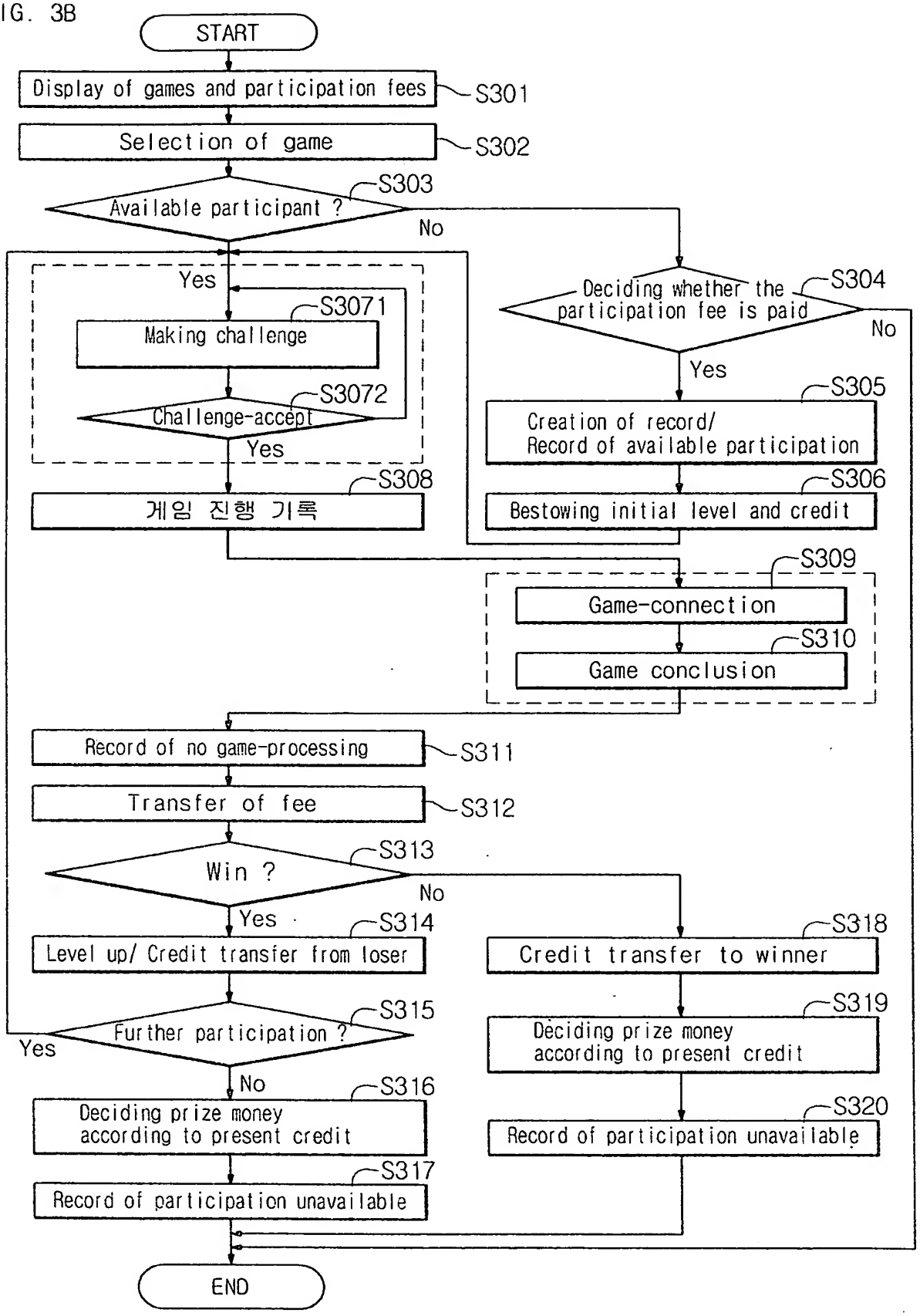
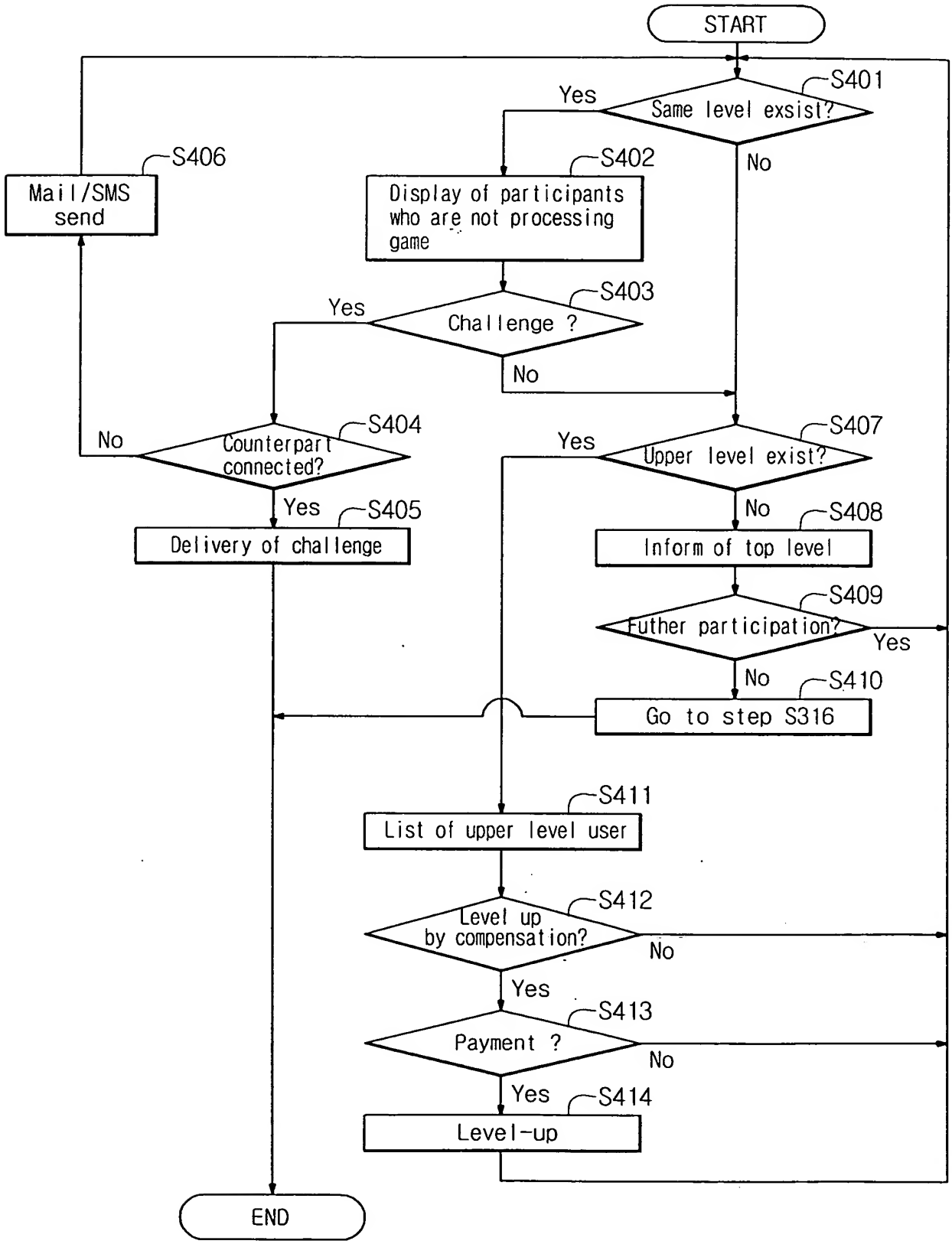

START
S301
Display of games and participation fees
S302
Selection of game
S303
Available participant ?
No
Yes
S304
Deciding whether the participation fee is paid
No
Yes
S305
Creation of record/ Record of available participation
S306
Bestowing initial level and credit
S307
Deciding game competitors
S308
Record of game-processing
S309
Game-connection
S310
Game conclusion
S311
Record of no game-processing
S312
Transfer of fee
S313
Win ?
No
Yes
S314
Level up/ Credit transfer from loser
S315
Further participation ?
Yes
No
S316
Deciding prize money according to present credit
S317
Record of participation unavailable
S318
Credit transfer to winner
S319
Deciding prize money according to present credit
S320
Record of participation unavailable
END

FIG. 3B


START
Display of games and participation fees
S301
Selection of game
S302
Available participant ?
S303
No
Yes
Making challenge
S3071
Challenge-accept
S3072
Yes
게임 진행 기록
S308
Deciding whether the participation fee is paid
S304
No
Yes
Creation of record/ Record of available participation
S305
Bestowing initial level and credit
S306
Game-connection
S309
Game conclusion
S310
Record of no game-processing
S311
Transfer of fee
S312
Win ?
S313
No
Yes
Level up/ Credit transfer from loser
S314
Credit transfer to winner
S318
Further participation ?
S315
Yes
No
Deciding prize money according to present credit
S316
Record of participation unavailable
S317
Deciding prize money according to present credit
S319
Record of participation unavailable
S320
END

PCT/KR2004/001555
RO/KR 25.08.2004

FIG. 4



PCT/KR2004/001555
RO/KR 25.08.2004

FIG. 5

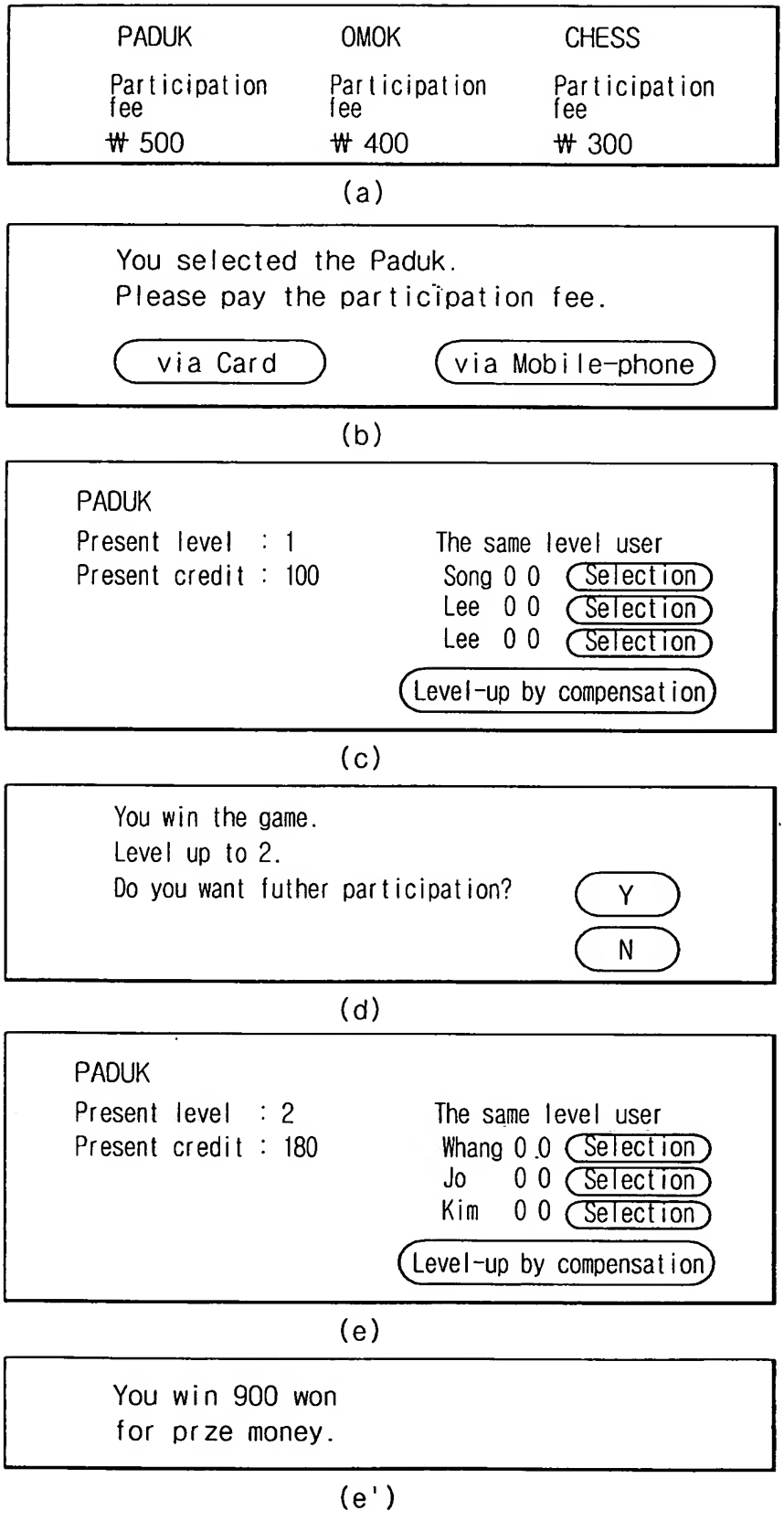
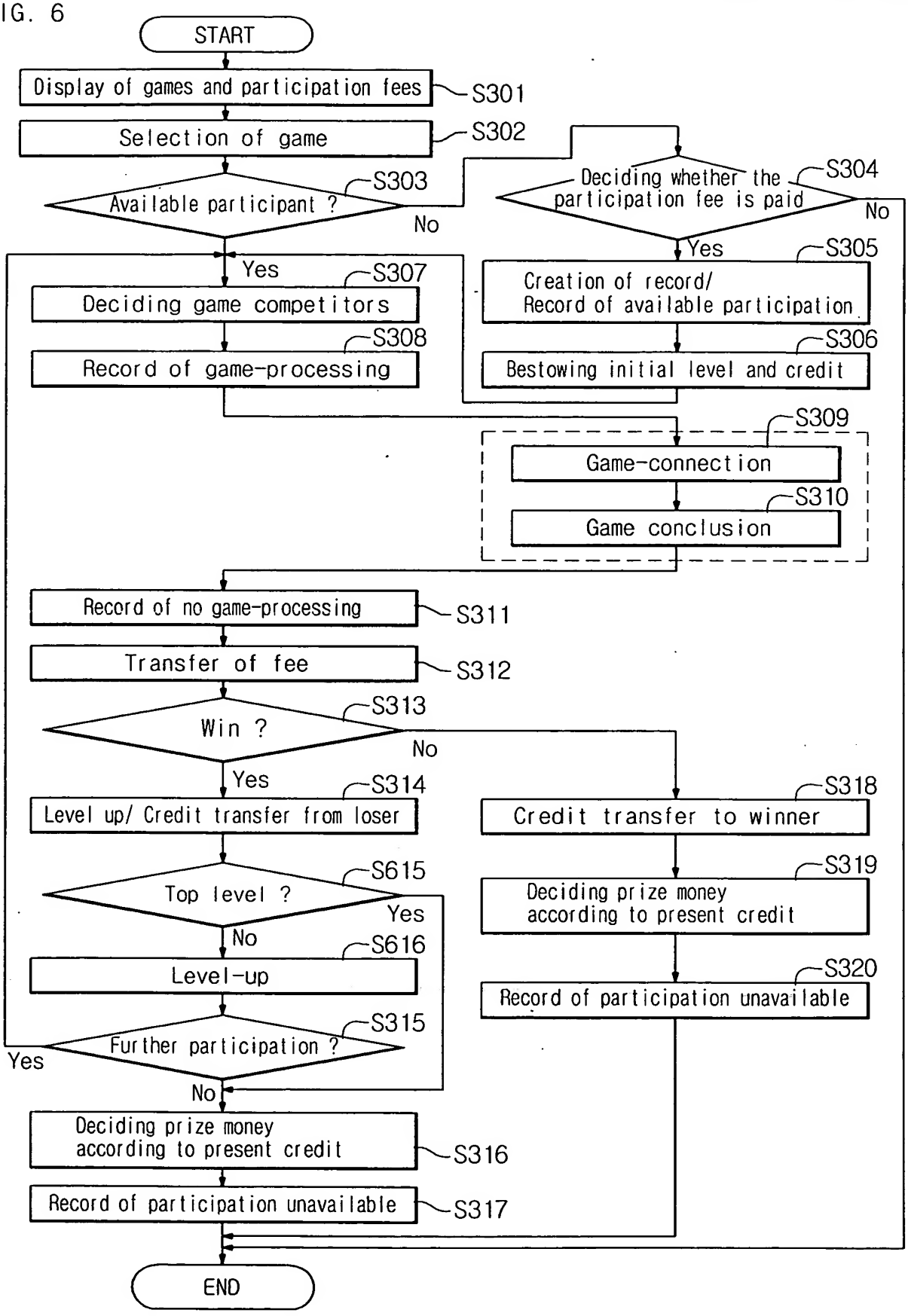
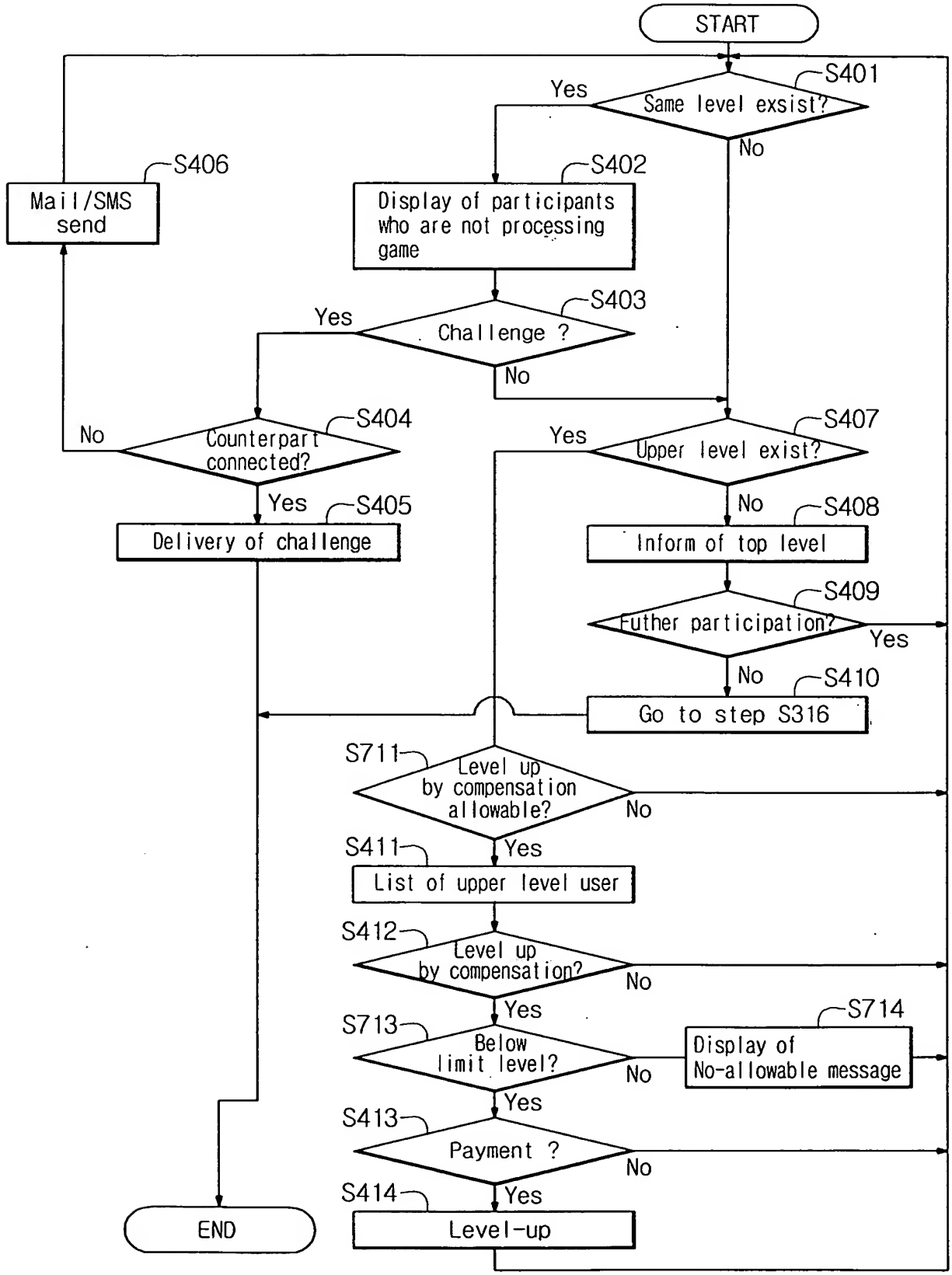


FIG. 6


START
Display of games and participation fees
S301
Selection of game
S302
Available participant ?
S303
No
Yes
Deciding whether the participation fee is paid
S304
No
Yes
S305
Creation of record/ Record of available participation
S306
Bestowing initial level and credit
S307
Deciding game competitors
S308
Record of game-processing
S309
Game-connection
S310
Game conclusion
Record of no game-processing
S311
Transfer of fee
S312
Win ?
S313
No
Yes
S314
Level up/ Credit transfer from loser
S615
Top level ?
Yes
No
S616
Level-up
S315
Further participation ?
Yes
No
Deciding prize money according to present credit
S316
Record of participation unavailable
S317
S318
Credit transfer to winner
S319
Deciding prize money according to present credit
S320
Record of participation unavailable
END

PCT/KR2004/001555
RO/KR 25.08.2004

FIG. 7



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RO/KR 25.08.2004

FIG. 8A

User Data base (120)

User ID (primary key)	Name	Secret No.	Game cash	Connection flag	Game-processing flag
song2man	Song	* * * *	1000	Y	Y
song2girl	Lee	* * * *	1000	Y	Y
gameman	Kim	* * * *	1600	Y	N
goodgame	Hong	* * * *	800	N	N
oldboy	Lee	* * * *	800	Y	competition anteroon
battle	Kang	* * * *	800	N	N

Game Data base (210)

Game ID (primary key)	Game Description	Number of person for game	Partici-pation fee	Credit transfer ratio (%)	Fee ratio (%)	Top level	Level up by compen-sation	Top limit level by level-up by compensation	Winner and prize money determination	Sponsor D·B	IP address	Security number
1	Quize	5	100	100	0	20	N	0	Y	N		
2	STAR CRAFT	2	200	0	3	20	N	0	Y	N		
3	PADUK	2	300	70	2	5	Y	2	N	N	xx.xx:2002	****
4	OMOK	2	400	60	5	10	Y	3	N	N	xx.xx:2301	****
5	STAR CRAFT	2	300	100	5	10	N	0	N	Y	xx.xx:2301	****

Tournament Data base (230)

Tournament ID (primary key)	User ID	Game ID	Present level	Present credit	Participation availability flag
101	oldboy	1	1	0	N(defeated)
102	battle	1	1	0	N(defeated)
103	song2man	1	1	200	N(processing)
104	song2girl	1	1	200	N(processing)
105	gameman	1	3	800	Y
106	goodgame	1	2	0	N(defeated)
107	oldboy	4	2	456	Y
108	battle	4	1	304	N(defeated)

Competition result Data base (250)

Competition ID (primary key)	User ID	Total money	Cash increment	Tournament cash	Fee	Competition No.
1	oldboy	400	-200	0	0	241
2	goodgame	400	200	400	0	241
3	battle	400	-200	0	0	242
4	gameman	400	200	400	0	242
5	goodgame	800	-400	0	0	243
6	gameman	800	400	800	0	243
7	oldboy	800	80	480	24	246
8	battle	800	-80	320	16	246

Sponsor Data base (260)

Sponsor DB ID	Game ID	Sponsor cash
1	5	500000

PCT/KR2004/001555
RO/KR 25.08.2004

FIG. 8B

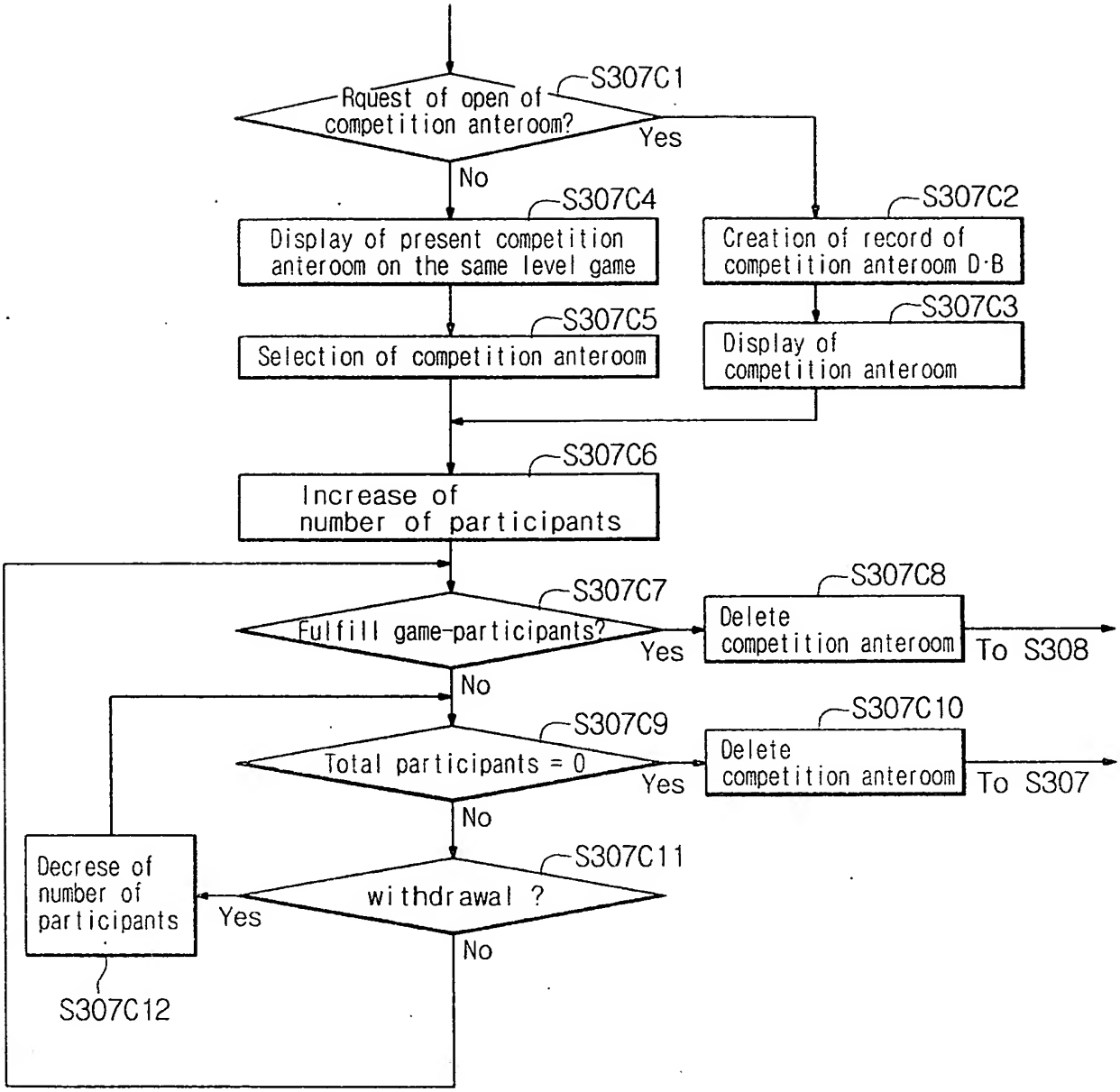
Competition anteroom Data base (240)

Competition anteroom ID	Game ID	Level	Name	Present participants	Process
240	2	1	Battle in Desert	0	Fail
241	2	1	Quarrel	0	Terminated
242	2	1	Novice all	0	Terminated
243	2	2	Level 2 O·K	0	Terminated
244	2	1	Beginners	2	Processing
245	2	2	You want lose?	1	Waiting
246	4	1	OMOK	0	Terminated

Winner and transfer rate determination Data base (270)

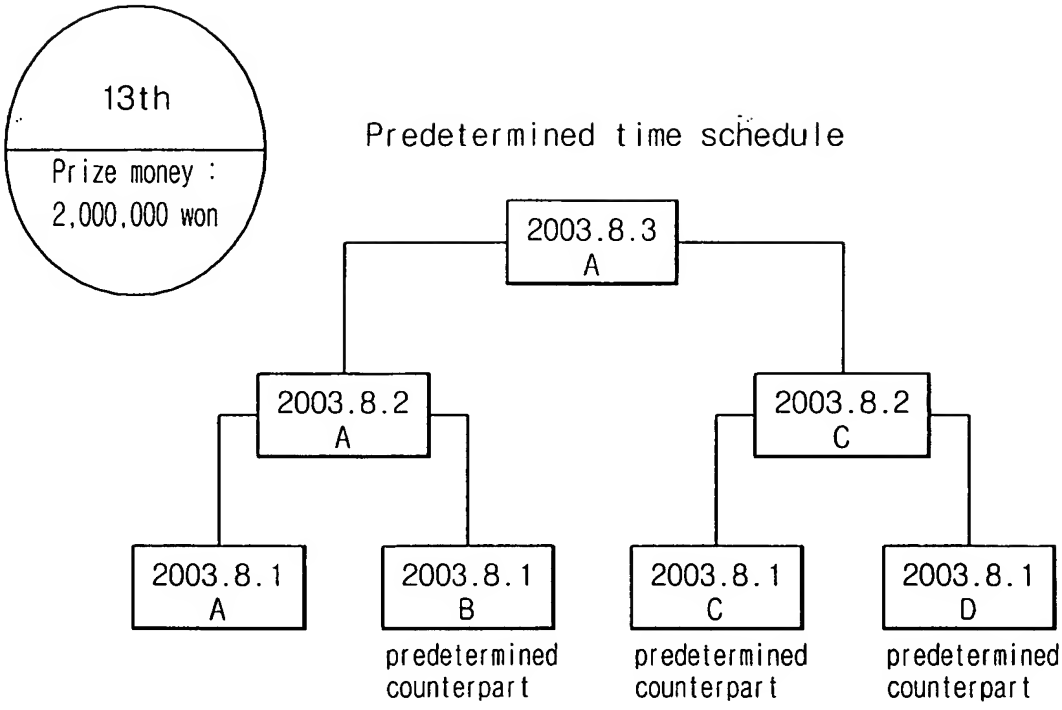
Credit transfer ID (Primary Key)	Game ID	Rank	Credit transfer rate (%)	Fee rate(%)	Progress method
A01	1	1	40	3	Winner
A02	1	2	40	3	Winner
A03	1	3	10	3	Loser
A04	1	4	10	3	Loser
A05	1	5	0	3	Loser
A06	2	1	100	3	Winner
A07	2	2	0	3	Loser

Fig. 9


S307C1
Rquest of open of competition anteroom?
Yes
No
S307C4
Display of present competition anteroom on the same level game
S307C2
Creation of record of competition anteroom D·B
S307C5
Selection of competition anteroom
S307C3
Display of competition anteroom
S307C6
Increase of number of participants
S307C7
Fulfill game-participants?
Yes
S307C8
Delete competition anteroom
To S308
No
S307C9
Total participants = 0
Yes
S307C10
Delete competition anteroom
To S307
No
S307C11
withdrawal ?
Yes
Decrese of number of participants
S307C12
No

PCT/KR2004/001555
RO/KR 25.08.2004

FIG. 10A



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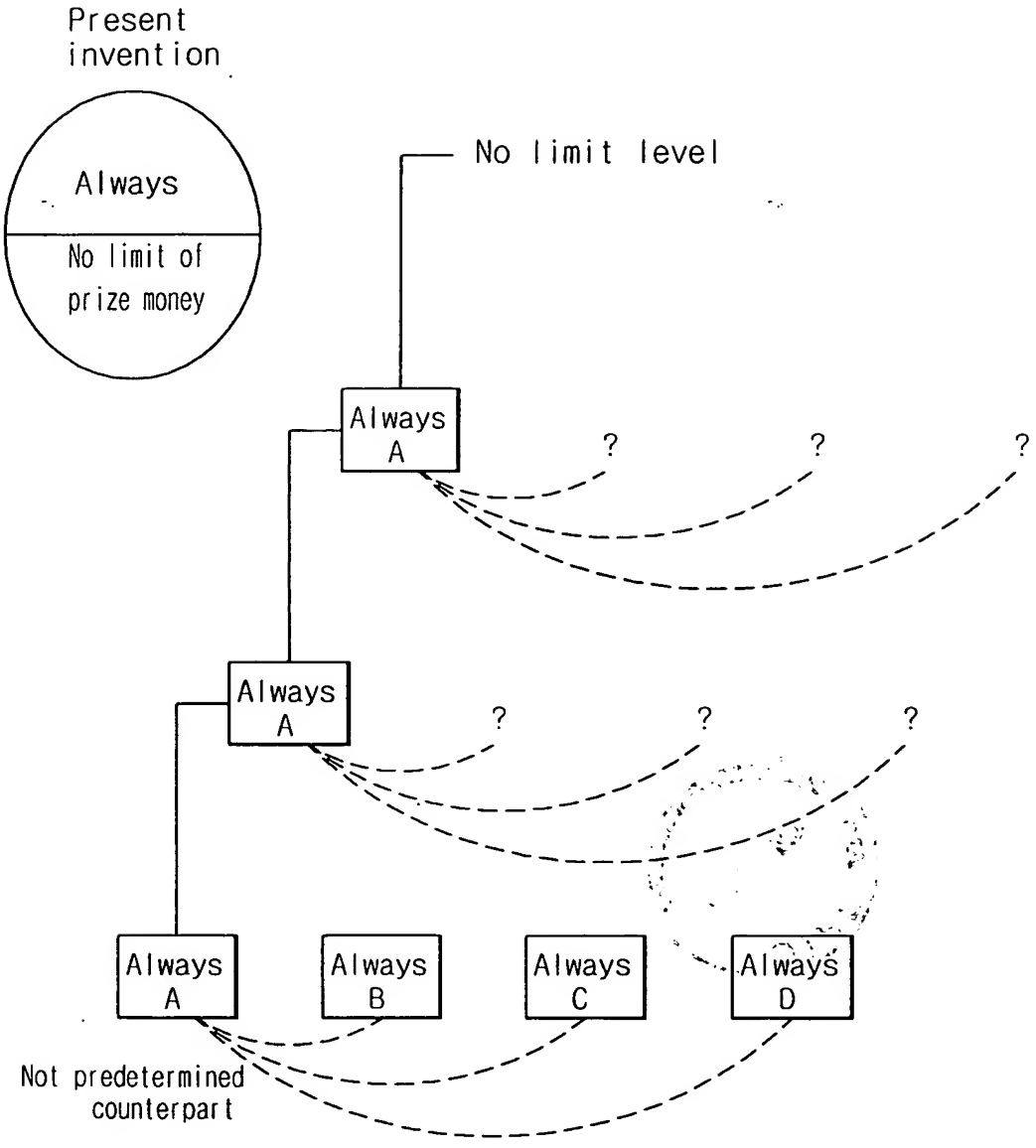
FIG. 10B